	Type	Hits	Search Text
1	BRS	244	("5739827" "5748343" "5758123" "5767853" "5771248" "5812129" "5815150" "5850627" "5889929" "5903268" "5909666" "5915236" "5920837" "5920836" "5931908" "5933478" "5936414" "5940299" "5960394" "5968187" "5973622" "5978553" "5983179" "5987447" "5991533" "6046749" "6081265" "6118440" "6125386" "6181326" "6192456" "6211966"

	DBs	Time Stamp	Comments
1	USPAT	2004/06/23 14:10	

	Error Definition	Errors
1		0

	Type	Hits	Search Text
2	BRS	49	("6400364" "6287765" "4609687" "6283761" "5636078" "5903407" "4414467" "5007518" "5013897" "5560011" "4546427" "4629430" "5267226" "6285917" "5557736" "5664100" "5832470" "5960449" "5975775" "6009804" "6233059" "5425137" "6124855" "5426729" "5621878" "5873086" "6212577" "6212577" "4464120" "4538144" "4787567" "4958278"
3	BRS	36243	(film video) SAME (network client server)
4	BRS	5281	(film$6 video) SAME (file database)SAME (network client server)
5	BRS	432	(film$6 video) SAME (file database)SAME (network client server internet web).ti,ab,clm.

	DBs	Time Stamp	Comments
2	USPAT	2004/06/17 16:03	
3	USPAT	2004/06/23 14:04	
4	USPAT	2004/06/26 23:49	
5	USPAT	2004/06/23 15:19	

	Error Definition	Errors
2		0
3		0
4		0
5		0

	Type	Hits	Search Text
6	BRS	244	("5739827" "5748343" "5758123" "5767853" "5771248" "5812129" "5815150" "5850627" "5889929" "5903268" "5909666" "5915236" "5920837" "5920836" "5931908" "5933478" "5936414" "5940299" "5960394" "5968187" "5973622" "5978553" "5983179" "5987447" "5991533" "6046749" "6081265" "6118440" "6125386" "6181326" "6192456" "6211966"

	DBs	Time Stamp	Comments
6	USPAT	2004/06/23 14:11	

	Error Definition	Errors
6		0

	Type	Hits	Search Text
7	BRS	7	((film$6 video) SAME (file database)SAME (network client server)) and (("5739827" "5748343" "5758123" "5767853" "5771248" "5812129" "5815150" "5850627" "5889929" "5903268" "5909666" "5915236" "5920837" "5920836" "5931908" "5933478" "5936414" "5940299" "5960394" "5968187" "5973622" "5978553" "5983179" "5987447" "5991533" "6046749" "6081265" "6118440" "6125386" "6181326" "6192456"
8	BRS	13128	707/$6.ccls.
9	BRS	14204	3and 707/$6.ccls.
10	BRS	67	((film$6 video) SAME (file database)SAME (network client server internet web).ti,ab,clm.) and 707/$6.ccls.
11	BRS	318	(film$6 video) WITH (file database)SAME (network client server internet web).ti,ab,clm.
12	BRS	50	((film$6 video) WITH (file database)SAME (network client server internet web).ti,ab,clm.) AND 707/$6.ccls.
13	BRS	0	(festival award) WITH (film$6 movie) SAME (file database)SAME (network client server)
14	BRS	0	(festival award) WITH (film$6 movie$6) SAME (file database)SAME (network client server)
15	BRS	0	(festival award) SAME (film$6 movie$6) SAME (file database)SAME (network client server)

	DBs	Time Stamp	Comments
7	USPAT	2004/06/23 15:01	
8	USPAT	2004/06/27 00:32	
9	USPAT	2004/06/23 15:02	
10	USPAT	2004/06/23 15:02	
11	USPAT	2004/06/23 15:22	
12	USPAT	2004/06/26 23:52	
13	USPAT	2004/06/26 23:51	
14	USPAT	2004/06/26 23:51	
15	USPAT	2004/06/27 00:22	

	Error Definition	Errors
7		0
8		0
9		0
10		0
11		0
12		0
13		0
14		0
15		0

	Type	Hits	Search Text
16	BRS	99	(film$6 movie) WITH (file database)SAME (network client server internet web) AND 707/$6.ccls.
17	BRS	2	((film$6 movie) WITH (file database)SAME (network client server internet web).ti,ab,clm.) AND 707/$6.ccls.
18	BRS	30	((film$6 movie) WITH (file database)SAME (network client server internet web).ti,ab,clm.)
19	BRS	170	(festival$4 award$4 judg$4 rat$4) SAME (film$6 movie$6) SAME (file database)SAME (network client server)
20	BRS	2	(festival$4 award$4 judg$4) SAME (film$6 movie$6) SAME (file database)SAME (network client server)
21	BRS	3	(festival$4 award$4 judg$4 rat$4) SAME (film$6 movie$6) SAME (file database)SAME (network client server).ti,ab,clm.
22	BRS	13128	707/$6.ccls.
23	BRS	25	((festival$4 award$4 judg$4 rat$4) SAME (film$6 movie$6) SAME (file database)SAME (network client server)) and 707/$6.ccls.
24	BRS	57	((film$6 movie) WITH (file database)SAME (network client server internet web).ti,ab,clm.)
25	BRS	16	(festival$4 award$4 judg$4) SAME (film$6 movie$6) SAME (file database)SAME (network client server)
26	BRS	208	((film$6 movie) WITH (file database)SAME (network client server internet web).ti,ab,clm.)
27	BRS	8	(film$6 movie) WITH (file database)SAME (network client server internet web) SAME (object container crate carton)
28	BRS	28	(film$6 movie) WITH (file database)SAME (network client server internet web) SAME object WITH (container crate carton)
29	BRS	14	(file database)SAME (network client server internet web) SAME object ADJ oriented WITH (container crate carton)
30	BRS	2	(file database)SAME (network client server internet web) SAME object ADJ oriented WITH (container crate carton) WITH (record field

	DBs	Time Stamp	Comments
16	USPAT	2004/06/26 23:53	
17	USPAT	2004/06/26 23:56	
18	USPAT	2004/06/27 00:36	
19	USPAT	2004/06/27 00:25	
20	USPAT	2004/06/27 00:37	
21	USPAT	2004/06/27 00:26	
22	USPAT	2004/06/27 00:32	
23	USPAT	2004/06/27 00:33	
24	US-PGPUB	2004/06/27 01:27	
25	US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/27 00:37	
26	EPO; JPO; DERWENT; IBM_TDB	2004/06/27 01:29	
27	EPO; JPO; DERWENT; IBM_TDB	2004/06/27 01:38	
28	USPAT; US-PGPUB	2004/06/27 01:52	
29	USPAT; US-PGPUB	2004/06/27 02:42	
30	USPAT; US-PGPUB	2004/06/27 04:59	

	Error Definition	Errors
16		0
17		0
18		0
19		0
20		0
21		0
22		0
23		0
24		0
25		0
26		0
27		0
28		0
29		0
30		0

A model C++ tree iterator class for binary search trees

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Author   Richard Rasala

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↑ ABSTRACT

In object-oriented design, the concept of a container class that holds a collection of similar objects is fundamental. To use a container class most effectively, it is helpful to define one or more associated iterator classes that can return the objects in the container class in a specified order. An iterator is a bridge that permits the caller to use the objects in a container without knowledge of the details of how the objects are stored in the container. Although the concept of iterator is discussed in a number of books on C++ and/or object-oriented design, it is difficult to find a complete example that is both elegant and sophisticated. In this article, we provide such an example by developing an iterator class for binary search trees that is capable of doing all standard traversals: inorder, preorder, and postorder.

↑ REFERENCES

Note: OCR errors may be found in this Reference List extracted from the full text article. ACM has opted to expose the complete List rather than only correct and linked references.

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1 Object-oriented classic data structures for CS 2 in visual basic .net   ▬
H. Paul Haiduk
October 2002 **The Journal of Computing in Small Colleges**, Volume 18 Issue 1

Full text available: 📄 pdf(93.78 KB)   Additional Information: full citation, abstract, references, index terms

For many years there has been substantial agreement that the content of the **CS2 course**
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queues, trees, and tables. In recent years we have observed a move to the **object-
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Python**, or **Scheme**, to name a few. Altho ...

2 A model C++ tree iterator class for binary search trees   ▬
Richard Rasala
March 1997 **ACM SIGCSE Bulletin , Proceedings of the twenty-eighth SIGCSE technical
symposium on Computer science education**, Volume 29 Issue 1

Full text available: 📄 pdf(531.51 KB)   Additional Information: full citation, abstract, references, citings, index terms

In object-oriented design, the concept of a container class that holds a collection of similar
objects is fundamental. To use a container class most effectively, it is helpful to define one
or more associated iterator classes that can return the objects in the container class in a
specified order. An iterator is a bridge that permits the caller to use the objects in a
container without knowledge of the details of how the objects are stored in the container.
Although the concept of iterator is di ...

3 Object-oriented classic data structures for CS2 in C#   ▬
H. Paul Haiduk
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queues, trees, and tables. In recent years we have observed a move to **the object-
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divergence as to the "best" programming language to use -- **C++, Eiffel, Java, Oberon,
Python**, or **Scheme**, to name a few. Alth ...

4 Automatic inline allocation of objects   ▬
Julian Dolby
May 1997 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1997 conference
on Programming language design and implementation**, Volume 32 Issue 5

Full text available: 📄 pdf(1.37 MB)   Additional Information: full citation, abstract, references, citings, index terms

Object-oriented languages like Java and Smalltalk provide a uniform object model that simplifies programming by providing a consistent, abstract model of object behavior. But direct implementations introduce overhead, removal of which requires aggressive implementation techniques (e.g. type inference, function specialization); in this paper, we introduce *object inlining*, an optimization that automatically inline allocates objects within containers (as is done by hand in C++) within a unif ...

5 Report on the second IEEE metadata conference (Metadata '97)

Ron Musick, Chris Miller

March 1998 **ACM SIGMOD Record**, Volume 27 Issue 1

Full text available: pdf(113.03 KB)   Additional Information: full citation, abstract, index terms

On September 15th and 16th, 1997 the Second IEEE Metadata Conference was held at the National Oceanic and Atmospheric Administration (NOAA) complex in Silver Spring, Maryland. The main objectives of this conference series are to provide a forum to address metadata issues faced by various communities, promote the interchange of ideas on common technologies and standards related to metadata, and facilitate the development and usage of metadata. Metadata'97 met these objectives, drawing about 280 r ...

6 Environmental acquisition: a new inheritance-like abstraction mechanism

Joseph Gil, David H. Lorenz

October 1996 **ACM SIGPLAN Notices , Proceedings of the 11th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 31 Issue 10

Full text available: pdf(2.40 MB)   Additional Information: full citation, abstract, references, citings, index terms

The class of an object is not necessarily the only determiner of its runtime behaviour. Often it is necessary to have an object behave differently depending upon the other objects to which it is connected. However, as it currently stands, object-oriented programming provides no support for this concept, and little recognition of its role in common, practical programming situations. This paper investigates a new programming paradigm, *environmental acquisition* in the context of *object ag* ...

7 A visual object-oriented development environment (VOODE)

Vladimir Shcherbina, Pnina Vortman, Gabi Zodik

November 1995 **Proceedings of the 1995 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: pdf(533.21 KB)   Additional Information: full citation, abstract, references, index terms

Numerous classes, complex inheritance and containment hierarchies, and diverse patterns, all contribute to difficulties in understanding, reusing, debugging and tuning large object-oriented systems. To help overcome these difficulties, we introduce a visual programming methodology and a visual development environment with novel views for development of object-oriented class models. We introduce container and contained object views, direct manipulations as a visual programming tool and show how s ...

8 As strong as possible mobility (poster session)

Tim Walsh, Paddy Nixon, Simon Dobson

June 2000 **Proceedings of the 22nd international conference on Software engineering**

Full text available: pdf(47.92 KB)   Additional Information: full citation, abstract, index terms

An executing thread, in an object oriented programming language, is spawned, directly or indirectly, by a main process. This in turn gets its instructions from a primary class. In Java there is no close coupling of a thread and the objects from which they were created. The use of a container abstraction allows us to group threads and their respective objects into a single structure. A container that holds threads whose variables are all housed within the container is a perfect candidate for ...

9 Bioinformatics (BIO): Combining analysis and synthesis in a model of a biological cell

Ken Webb, Tony White

March 2004 **Proceedings of the 2004 ACM symposium on Applied computing**

We have previously described a top-down analytical approach, Cell Assembly Kit (CellAK), based on the object-oriented (OO) paradigm and the Unified Modeling Language (UML) and Real-Time Object-Oriented Methodology (ROOM) formalisms, for developing models and simulations of cells and other biological entities. In this approach, models consist of a hierarchy of containers (ex: cytosol), active objects with behavior (ex: enzymes, lipid bilayers, transport proteins), and passive small molecules (ex: ...

Keywords: analysis, autopoiesis, cell simulation, reactive systems, synthesis

10 <u>Using self-defending objects to develop security aware applications in Java™</u>   ■

John W. Holford, William J. Caelli, Anthony W. Rhodes

January 2004 **Proceedings of the 27th conference on Australasian computer science - Volume 26**

The self defending object (SDO) approach to the development of security aware applications represents a change in the object oriented paradigm, whereby the software objects that encapsulate sensitive data or provide security sensitive functionality are responsible for its protection. Such an approach aims at defining and testing new concepts related to the growing requirements for information assurance in information systems. It involves a shift in the way in which application developers look at ...

Keywords: access control, computer security, information assurance, object oriented system, security architecture, trusted systems

11 <u>Full papers: Describing and using non functional aspects in component based applications</u>   ■

Frédéric Duclos, Jacky Estublier, Philippe Morat

April 2002 **Proceedings of the 1st international conference on Aspect-oriented software development**

One of the major progress due to component based technology is the capability to let the "infrastructure" manage some (non functional or extra functional) aspects such as persistency, distribution and so on without having to change the application code, using a wrappers technology (containers). Aspect Oriented Programming (AOP) is a technology that provides a language in which different aspects can be applied to an application using a technology that "weaves" the code implementing the aspect ins ...

Keywords: component, component based software engineering, component framework, component model, container, generative programming, non-functional or extra functional aspect

12 <u>Pedagogical power tools for teaching Java</u>   ■

Jeff Raab, Richard Rasala, Viera K. Proulx

July 2000 **ACM SIGCSE Bulletin , Proceedings of the 5th annual SIGCSE/SIGCUE ITiCSEconference on Innovation and technology in computer science education**, Volume 32 Issue 3

We describe a Java toolkit that is designed to support the creation of powerful and extensible GUI interfaces during the first year computer science course. The goals of this toolkit are to provide:• an infrastructure for creating well designed programs that illustrates the concepts of computer science and its practical applications• an environment for learning the basic ideas of interface design and for experimenting with a variety of designs• a paradigm for building ...

13 The generic graph component library

Jeremy G. Siek, Lie-Quan Lee, Andrew Lumsdaine
October 1999 **ACM SIGPLAN Notices , Proceedings of the 14th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 34 Issue 10

Full text available: pdf(1.36 MB)   Additional Information: full citation, abstract, references, citings, index terms

In this paper we present the Generic Graph Component Library (GGCL), a generic programming framework for graph data structures and graph algorithms. Following the theme of the Standard Template Library (STL), the graph algorithms in GGCL do not depend on the particular data structures upon which they operate, meaning a single algorithm can operate on arbitrary concrete representations of graphs. To attain this type of flexibility for graph data structures, which are more complicated than th ...

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1 DRM experience: Analysis of security vulnerabilities in the movie production and   ◼
distribution process
Simon Byers, Lorrie Cranor, Dave Korman, Patrick McDaniel, Eric Cronin
October 2003 **Proceedings of the 2003 ACM workshop on Digital rights management**

Full text available: 📄 pdf(285.80 KB)   Additional Information: full citation, abstract, references, index terms,
                                                                      review

Unauthorized copying of movies is a major concern for the motion picture industry. While
unauthorized copies of movies have been distributed via portable physical media for some
time, low-cost, high-bandwidth Internet connections and peer-to-peer file sharing networks
provide highly efficient distribution media. Many movies are showing up on file sharing
networks shortly after, and in some cases prior to, theatrical release. It has been argued
that the availability of unauthorized copies directl ...

Keywords: digital rights management, file sharing, insider attacks, multimedia, physical
security, policy

2 Direct manipulation vs. interface agents   ◼
Ben Shneiderman, Pattie Maes
November 1997 **interactions**, Volume 4 Issue 6

Full text available: 📄 pdf(4.00 MB)   Additional Information: full citation, references, citings, index terms, review

3 Extracting collective probabilistic forecasts from web games   ◼
David M. Pennock, Steve Lawrence, Finn Årup Nielsen, C. Lee Giles
August 2001 **Proceedings of the seventh ACM SIGKDD international conference on**
Knowledge discovery and data mining

Full text available: 📄 pdf(842.18 KB)   Additional Information: full citation, abstract, references, citings, index
                                                                      terms

Game sites on the World Wide Web draw people from around the world with specialized
interests, skills, and knowledge. Data from the games often reflects the players' expertise
and will to win. We extract probabilistic forecasts from data obtained from three online
games: the Hollywood Stock Exchange (HSX), the Foresight Exchange (FX), and the
Formula One Pick Six (F1P6) competition. We find that all three yield accurate forecasts of
uncertain future events. In particular, prices of so-called "mo ...

Keywords: Collective probabilistic forecasts, Foresight Exchange, Formula One Pick Six
Competition, Hollywood Stock Exchange, World Wide Web games, artificial markets, data
mining, knowledge discovery

4 Climb Meru: an integrated brand experience

Andrew Davison, Brendan Kiernan, Max Chadwick, Kameron Kerger, Matt Ludwig
April 2002 **Case studies of the CHI2002|AIGA Experience Design FORUM**

Full text available: pdf(2.12 MB)   Additional Information: full citation, abstract, references, index terms

Small innovative design firm tackles the challenge of creating complex cross-channel brand experiences through the application of Experience Design methodology.The key findings - The development of an experience design methodology supports a rapid and cost effective brand marketing campaign focused on defining and delivering user experiences.An integrated marketing campaign leveraging multiple marketing channels, proves extremely effective at reaching key, difficult to reach customer segments.A W ...

Keywords: brand development, business strategy, digital storytelling, experience design, information architecture, integrated brand experience, interactive design, marketing communications, visual design

5 Multimedia authoring: AVE: automated home video editing

Xian-Sheng HUA, Lie LU, Hong-Jiang ZHANG
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available: pdf(384.96 KB)   Additional Information: full citation, abstract, references, index terms

In this paper, we present a system that automates home video editing. This system automatically extracts a set of highlight segments from a set of raw home videos and aligns them with user supplied incidental music based on the content of the video and incidental music. We developed an approach for extracting temporal structure and determining the importance of a video segment in order to facilitate the selection of highlight segments. Additionally we extract temporal structure, beats and tempos ...

Keywords: audio segmentation, music analysis, optimization, video content analysis, video editing, video segmentation, video skimming

6 Narrative translations: Office voodoo: a real-time editing engine for an algorithmic sitcom

Michael Lew
July 2003 **Proceedings of the SIGGRAPH 2003 conference on Sketches & applications: in conjunction with the 30th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(27.16 KB)   Additional Information: full citation, references

7 The computer bowl

Karen A. Frenkel
February 1989 **Communications of the ACM**, Volume 32 Issue 1

Full text available: pdf(2.09 MB)   Additional Information: full citation, index terms

8 Chapters continue to grow

Scott Lang
August 2000 **ACM SIGGRAPH Computer Graphics**, Volume 34 Issue 3

Full text available: pdf(807.90 KB)   Additional Information: full citation, abstract, index terms

Scott Langs's spell as Director for Professional Chapters recently ended, but his legacy will live on in a strong organisation that is immensely popular, thanks in great part to the remarkable job Scott has been doing for the past five years. He has influenced not only the chapters, but also so many other aspects of SIGGRAPH life, and his leadership, generosity and commitment have served as tremendous examples to others involved in the organisation. I've benefited from his wisdom and help, and I ...

9 Spoken dialogue technology: enabling the conversational user interface

March 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 1

Full text available: pdf(987.69 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

Spoken dialogue systems allow users to interact with computer-based applications such as databases and expert systems by using natural spoken language. The origins of spoken dialogue systems can be traced back to Artificial Intelligence research in the 1950s concerned with developing conversational interfaces. However, it is only within the last decade or so, with major advances in speech technology, that large-scale working systems have been developed and, in some cases, introduced into commerc ...

Keywords: Dialogue management, human computer interaction, language generation, language understanding, speech recognition, speech synthesis

10 Text analysis: Natural language text segmentation techniques applied to the automatic compilation of printed subject indexes and for online database access

G. Vladutz

February 1983 **Proceedings of the first conference on Applied natural language processing**

Full text available: pdf(707.48 KB)
Publisher Site   Additional Information: full citation, abstract, references

The nature of the problem and earlier approaches to the automatic compilation of printed subject indexes are reviewed and illustrated. A simple method is described for the detection of semantically self-contained word phrase segments in title-like texts. The method is based on a predetermined list of acceptable types of nominative syntactic patterns which can be recognized using a small domain-independent dictionary. The transformation of the detected word phrases into subject index records is d ...

11 The insider: the web site that brought Mesa's williams campus together

Bert Valenzuela

September 2003 **Proceedings of the 31st annual ACM SIGUCCS conference on User services**

Full text available: pdf(716.37 KB)   Additional Information: full citation, abstract, references, index terms

Many campuses have central points of information dissemination, but few have an Insider (http://insider.east.asu.edu) like system [1]. *The Insider* is Arizona State University East's and the Williams Campus's central point of communication for day to day campus happenings and events. It is a web-based application that was developed mostly by student workers and graduate assistants. It was the result of the idea for an intranet that kept snowballing into something wonderful. The Insider is ...

Keywords: ASP, Arizona State University, IIS, Williams Campus, active desktop, channel, collaboration, database, insider, intranet, newspaper, participation, web

12 Computer aided creativity: practical experience and theoretical concerns

Robert Pepperell

October 2002 **Proceedings of the fourth conference on Creativity & cognition**

Full text available: pdf(570.93 KB)   Additional Information: full citation, abstract

In this paper I will outline some of the practical experiences and theoretical concerns that have informed some 15 years of research into the relationship between human creativity and technology. I will discuss a number of approaches to the design of effective creativity enhancing systems and identify the key theoretical concerns that have informed the practical research. Finally, I will present some conclusions about the nature of human and synthetic creativity arising from my published work. A ...

13 Nurturing creativity (panel session)

Nigel Birch, James Plummer, Geraint Wiggins, Bronac Ferran, Robin Lyons
October 1999 **Proceedings of the third conference on Creativity & cognition**

Full text available: pdf(711.08 KB)   Additional Information: <u>full citation</u>, <u>index terms</u>

14 <u>Managing images: Generic image classification using visual knowledge on the web</u>
Keiji Yanai
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available: pdf(669.64 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

In this paper, we describe a generic image classification system with an automatic knowledge acquisition mechanism from the World-Wide Web. Due to the recent spread of digital imaging devices, the demand for image recognition of various kinds of real world scenes becomes greater. For realizing it, visual knowledge on various kinds of scenes is required. Then, we propose gathering visual knowledge on real world scenes for generic image classification from the World-Wide Web. Our system gathers a ...

Keywords: image classification, image gathering, web image mining

15 <u>Cooking with Linux: watching the community network</u>
Marcel Gagné
September 2003 **Linux Journal**, Volume 2003 Issue 113

Full text available: html(19.85 KB)   Additional Information: <u>full citation</u>

16 <u>Trainable videorealistic speech animation</u>
Tony Ezzat, Gadi Geiger, Tomaso Poggio
July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(524.89 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We describe how to create with machine learning techniques a generative, speech animation module. A human subject is first recorded using a videocamera as he/she utters a predetermined speech corpus. After processing the corpus automatically, a visual speech module is learned from the data that is capable of synthesizing the human subject's mouth uttering entirely novel utterances that were not recorded in the original video. The synthesized utterance is re-composited onto a background sequence ...

Keywords: facial animation, facial modeling, lip synchronization, morphing, optical flow, speech synthesis

17 <u>Social navigation of food recipes</u>
Martin Svensson, Kristina Höök, Jarmo Laaksolahti, Annika Waern
March 2001 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: pdf(377.06 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

The term Social Navigation captures every-day behaviour used to find information, people, and places - namely through watching, following, and talking to people. We discuss how to design information spaces to allow for social navigation. We applied our ideas in a recipe recommendation system. In a follow-up user study, subjects state that social navigation adds value to the service: it provides for social affordance, and it helps turning a space into a social place. The study also reveals s ...

Keywords: awareness, online shopping, privacy, recommender system, social navigation

18 CMIFed: a transportable hypermedia authoring system

Lynda Hardman, Guido van Rossum, Jack Jansen, Sjoerd Mullender
October 1994 **Proceedings of the second ACM international conference on Multimedia**

Full text available: 📄 pdf(1.93 MB)   Additional Information: full citation, references, citings, index terms

19 A question answering system supported by information extraction

Rohini Srihari, Wei Li
April 2000 **Proceedings of the sixth conference on Applied natural language processing**

Full text available: 📄 pdf(570.89 KB)
📄 Publisher Site
      Additional Information: full citation, abstract, references

This paper discusses an information extraction (IE) system, *Textract*, in natural language
(NL) question answering (QA) and examines the role of IE in QA application. It shows: (i)
Named Entity tagging is an important component for QA, (ii) an NL shallow parser provides
a structural basis for questions, and (iii) high-level domain independent IE can result in a
QA breakthrough.

20 Invited speaker: Virtual heritage: technology in the service of culture

Alonzo C. Addison
November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and
cultural heritage**

Full text available: 📄 pdf(15.32 MB)   Additional Information: full citation, abstract, index terms

From the Coliseum in Rome to the verdant landscape of the Loire Valley, the world's
cultural heritage has withstood the text of time. Today though, the pace of progress ---
from urban sprawl to pollution, neglect, conflict, and even tourism --- threatens these
landmarks of our past at an ever-increasing pace. In recent years, rapid advances in digital
technologies, from 3D graphics, to multimedia, and virtual reality, have given heritage new
hope: from archaeology to architecture, emerging digit ...

Results 1 - 20 of 74   Result page: **1**   2   3   4   next

	Type	L #	Hits	Search Text	DBs
1	BRS	L1	34	(festival$4 award$4 judg$4) SAME (film$6 movie$6) SAME (file database)	USPAT
2	BRS	L2	0	(festival$4) NEAR (film$6 movie$6) SAME (file database)	USPAT
3	BRS	L3	16	(festival$4 award$4 judg$4) WITH (film$6 movie$6) SAME (file database)	USPAT
4	BRS	L4	3	(festival$4 award$4) WITH (film$6 movie$6) SAME (file database)	USPAT
5	BRS	L5	0	(festival$4) WITH (film$6 movie$6) SAME (file database)	USPAT
6	BRS	L6	0	(festival$4) WITH (filmmaker moviemaker (film movie ADJ maker producer)) SAME (file	USPAT
7	BRS	L7	4242	(filmmaker moviemaker (film movie ADJ maker producer)) SAME (file database)	USPAT
8	BRS	L8	49	(filmmaker moviemaker (film movie ADJ maker producer)) WITH (database).ti,clm,ab.	USPAT
9	BRS	L9	0	(filmmaker moviemaker (film movie) ADJ(maker producer)) WITH (database).ti,clm,ab.	USPAT
10	BRS	L10	0	(filmmaker moviemaker (film movie) ADJ(maker producer director)) WITH (database).ti,clm,ab.	USPAT
11	BRS	L12	2	(filmmaker moviemaker (film movie) ADJ(maker producer director)) WITH (database)	USPAT
12	BRS	L11	4	(filmmaker moviemaker (film movie) ADJ(maker producer director)) WITH (database).ti,clm,ab.	US-PGPUB; EPO; JPO; DERWENT;

	Time Stamp	Comments	Error Definition	Errors
1	2004/06/27 09:10			0
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6	2004/06/27 09:57			0
7	2004/06/27 09:58			0
8	2004/06/27 10:01			0
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10	2004/06/27 10:03			0
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12	2004/06/27 10:08			0